

Why does Gorm want to stop Nick? Low set trap for over dimension

THE OUTER DIMENSION

THE OUTER DIMENSION is a universe that exists parallel with ours. A piece of reality that, up until now, we can only have imagined. Filled with myth and wonder, cunning and danger, it combines our most fanciful dreams with our darkest nightmares. Its inhabitants are many; millions of different species roam the various planets. As all humans share certain physical properties - two eyes, two ears, head of hair, necessity to breathe - so do the creatures of the Outer Dimension. The only difference is that they really share each other's properties, interchanging their body parts freely.

But while wonder and magnificence permeate the lands of the Outer Dimension, so do terror and danger. GORM, a power-hungry megalomaniac, has taken over much of the Outer Dimension, destroying worlds, brainwashing species, and allowing his personal greed and deception to rule. In time, he will take over the entire Dimension. When he finally unlocks GALIDON (the royal world of the Outer Dimension that has been shifted out of the Dimensional fabric) Gorm will have access to every dimension in existence. Including our own. But there is hope...

Rumors and speculations have arisen around the various worlds of the Outer Dimension. Rumors that one day, the son of the Outer Dimension's reclused Queen will return. It is he who will help find the Queen and her hidden world of Galidon, so that he, along with her army, can take on Gorm and save the Outer Dimension from his wrath.

This person is NICHOLAS BLUETOOTH, a fifteen year-old kid who lives on Earth in the year 2002. His life has been pretty normal, and in Nicholas's mind, a bit boring. He's always felt he had some greater purpose. Nicholas has always known that he was adopted. What he doesn't know is that he's conceived of two dimensions, that his biological parents are an earthling father, and an Outer Dimensional mother. Around his fifteenth birthday, Nicholas will begin to learn his purpose in life: that he is to unlock Queen Riana's planet of Galidon from it's hiding, defeat Gorm, and return harmony to the Outer Dimension. A dimension full of wonder...

PENDAGING

Creatures in the Outer Dimension are able to interchange their body parts - everything from a toe to a head. This

Gorm wants to unlock the Dimensional fabric

needs better plan

Nick has to be special some kind of gift

So what if Gorm takes everything over - even when Napoleon or Hitler did that were some happy people

Nick = rebirth of Christ Rallies people - has Spear of Longinus is Spear of Longinus

MSC 744
Box 2 Folder 12 Series 1
Tom Chehak Papers
Gallor

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evolutionary miracle, coined "PENDAGING", is merely a natural convention to the inhabitants of the Dimension. Since creatures could easily travel from their own world to a far off one, they need to be able to SURVIVE on the far off one. The frog legs of a creature from a rainforest planet aren't too helpful for getting around on an ice-blasted planet - so, when the creature goes to ice planet, he swaps legs with one of the indigenous creatures and can get around with ease. Like clockwork. (Of course, he will give the ice-legs back to the indigenous creature when done using them, and meanwhile, the indigenous creature will have some comical, but not drastic, consequences while waiting.) Such free exchange of limbs allows creatures to

THE OUTER DIMENSION is a half-hour, action-adventure series about coming-of-age, discovering yourself, and experiencing the greatest adventure of all... life. For Nicholas and his friend Allegra, this just happens to be in a different dimension rather than the local mall.

... watching some old movie book. This doesn't help him in algebra, and doesn't really have anything to do with his upcoming Shakespeare test... but it's what Nicholas wants. What he needs.

After all, Nicholas is a dreamer. Literally. He's always had really intense dreams... dreams that seem to come from another world. Nicholas has never known what to make of these dreams, but they're bizarre and unworldly... and very real.

couple his thirst for fantasy and bizarre dreams with the fact that Nicholas is adopted, and you get a kid who feels out of place in the world in which he lives. This has stirred a wonder in him... wonder of where he really came from. Wonder if he belongs here. Wonder about who he's supposed to be.

On his fifteenth birthday, Nicholas will discover his greatest adventure yet. And he will begin the journey that will cease his wondering, and begin his knowing. When he finds himself in the Outer Dimension, he finally gets what he's always hoped for: his own heroic journey. Since he's so well-versed in fantasy-adventure books and movies, he figures he's got this place wired. If a creature comes at him, he won't worry, 'cause he's read about all this stuff before and the good guy always wins. Unfortunately, Nicholas will soon learn that the Outer Dimension is very real, not words on a page or pictures on a TV set. He'll learn that contrary to his previous notions, the hero does not always win. He'll have to make many difficult decisions. Some of these will no doubt put him and his friends in danger. The type of danger for which there is no reset button. And though he's always longed for epic

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Braveheart
Character
Rallied the Scots
to defeat the
English

CHARACTERS

NICHOLAS BLUETOOTH is about to turn fifteen years old. He is the only child in his family. He's in the ninth grade at Asimov High School. Nicholas is like most kids his age: he does the least, expects the most, and has his head in the clouds. He likes the finer things in life such as setting the new downhill speed record... even though he and his bike may encounter a tree en route.

But he wants more: to see more, do more, and be more. He dreams of adventures. Wants his own. In fact, when he's not goofing off in class, he's usually watching some old fantasy TV show, checking out the newest sci-fi flick in the theaters, or reading some epic adventure or fantastical comic book. This doesn't help him in algebra, and doesn't really have anything to do with his upcoming Shakespeare test... but it's what Nicholas wants. What he needs.

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yes they
will
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Unless
he has
Gris
Gris
Loser
not always
happy
resolutions

adventure instead of the mundanity of suburbia, he'll soon realize that algebra is far more appealing than being thrown off a thousand-foot cliff by a razor-finned Aparaptor.

Once in the Outer Dimension, Nicholas moves human evolution up a notch. He starts to be able to morph his body -- referred to as "GLYNCHING" in the Outer Dimension ("glynching" means "changing form" in the Outer Dimension lexicon, but Nick is the only person to ever do it in a morph-like way). At first, it's usually panic that sets this off, often with comedic consequences: his legs glynch into a version of Euripides' FROG-LEGS, bounding him up and down without much balance. In time, he'll learn to control the glynch, using his new bodily functions and temporary appendages to get out of a jam... hopefully.

Nicholas is changing. So is his world and his life. And it's up to him to carry out the greatest change of all - to find his real home, his real mother, so that he can defeat Gorm and unite the Outer Dimension with our own Earthly one, so that everything everywhere exists in harmony.

NICHOLAS' GLYNCHING

We discover in the first episode that Nicholas has the ability to BODY MORPH when his arm stretches out and becomes a large version of Jens' arm. Nicholas is able to glynch because, as we'll learn, he is a hybrid. His father is an Earthling. His mother, a Galidonian, and the Queen of the Outer Dimension. Such mixing of DNA has given him this unique ability.

At first, Nicholas has no control over the glynching - it's motivated by his FEAR or by some CHEMICAL (physical) reaction, but he cannot consciously start or stop it. This sometimes helps Nicholas out of a jam, while at other times, it gets him into one.

As the series progresses, Nicholas will become more comfortable with his body's new ability. And with the guidance of Euripides, Nicholas will learn how to control it. In a Zen-like manner, Euripides will teach Nicholas that he must envision his body glynching, actually SEE it, and then it will happen. By the 13th episode, Nicholas will have complete control over glynching.

STILL, whether it's the second episode or the twenty-second, there are RULES FOR MORPHING:

Nicholas' appendages can glynch, but only into the last thing he has TOUCHED. (There will be limits to this; the

Special thing

Explain

Why home and mom will help defeat Gorm -

Total Recall - had to get in mind to turn on air machine

Would Will have key once he gets home to destroy Gorm with one simple act

explain minutes

Matrix like he doesn't believe he's the chosen one.

MATRIX 2

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extent of things Nicholas' appendages can morph into is not infinite.)

- Nicholas cannot sustain a glynych for more than TWO MINUTES. This puts a ticking clock on his ability. It also takes his energy from him, leaving him weakened. Over time, he will be able to sustain a glynych for longer, but at the consequence of his strength/health.

ALLEGRA ZANE is fourteen years old and has been Nicholas' best friend since she was born... even though neither of them will always admit it. The two of them are always together. If they don't have plans to hang out, their parents do, which means they wind up over each other's houses hanging together. Allegra's got her own sense of style, adding and subtracting as her fashion muse dictates. She can thrash on a board with ease, and she recently picked up a black belt in jujitsu. But she's not just physical. She's got a brain. A big one. Which is why she and technology are at one. You can find her using her computer to perform motion capture analysis on her latest roundhouse kick.

Allegra's all too happy to start analyzing Nicholas' actions as if she's got a PhD in psychology. He thinks she's whacked; she calls it intuitive. This gives her a bit of an attitude. Okay, sometimes more than a bit.

Allegra's got her whole life mapped out. She'll get all A's in high school, go to a great college, and make a billion dollars by the time she's twenty-five. Her plan goes a little awry when she winds up in another dimension with Nicholas. Sure, she's up for adventure, but in her head that means rafting through the Grand Canyon, not battling hordes of strange creatures in a strange world. If Nicholas is the ultimate dreamer, Allegra is the ultimate pragmatist. Her world is based in logic and proportion. And she'll be the one who reminds Nick that this place isn't like the fantasy books he reads or the sci-fi shows he watches because it's REAL!

Eventually, Allegra will realize the Outer Dimension is a wellspring of discovery. It's a jackpot of the ultra-bizarre. The way technology and biology coexist is nothing short of miraculous by Earth standards. The irrelevance of Newtonian physics twists logic into a new science all together. Maybe this unwanted adventure will open her mind to possibilities no human has ever imagined.

JENS is a four-armed, lanky robot with a telescopic eye and spiky hair. Jens is anxious, neurotic, and methodical,

*Allegra
coming to
terms with
mess on
fig handle*

6380

Wexer



Remon

although he somehow always seems to land himself and those around him in immediate danger. Still, when push comes to shove, Jens illustrates his bravado.

Jens wasn't always a robotic creature. He used to be a creature of flesh - a Wexer. Wexers were organic, four armed scientists. Because Jens had the greatest knack for scientific innovation of all Wexers, he served in the Royal Court of Galidon. Here he advanced science with ingenious creations and discoveries - like inventing qorium, a synthetic energy source more efficient than anything naturally in existence. After being burned by the treasonous Gorm in battle, Jens' body was destroyed. He was able to upload his mind into the metallic body he now has. The bad thing about this is that he can easily fall apart. The good thing is that he's now equipped with all sorts of gadgets and tools, so that he can fix almost anything by interchanging his hand with a welding iron.

Jens is comedic, poignant, and a bit of a "mad scientist" (think Einstein with ADD), always drumming up new contraptions and devices. He will become a good friend of Nicholas and Allegra as he takes them throughout the Outer Dimension.

Planet?

EURIPIDES is an Amphibib, a human-sized frog-like species. He is the last of his tribe, the Amphibibs. The Amphibibs were a group of great meditators, able to harness telekinetic energy and communicate telepathically - one step in evolution beyond sharing appendages, they shared thoughts. For several hadronic cycles, they lived peacefully on their world, until Gorm began his transworldly wrath.

Time went on, and the evil Gorm laid destruction to the world of Euripides, forcing all of the creatures underground. The Amphibibs all died off... except Euripides. He went off to live in the highlands alone. His tribe gone, his life a memory. Inside his head resides the collective telepathic consciousness of the Amphibib tribe: the ideas and opinions of an entire race. This explains why his philosophical aphorisms often turn into circuitous dialogues with himself, leading to amorphous conclusions.

Euripides is the antithesis of a person who acts before he thinks. In fact, Euripides thinks so long before acting that the situation requiring action has already transpired by the time he decides on the best course of action for the given situation. At least, that's how he'd say it.

Inspector
Gadget
meets
C3PO

Why? What
did he want
minerals
from the
planet
Slaves
land
Needs reason
for evil -
Does Gorm
have a
plan -

* Take over planet
Pieces of puzzle
to destroy
Galidon or
vice versa

Gorm
needs
to destroy
everything
in
path
to get
to
Sanitar

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since Euripides has lived alone for so long with the intellectual stimulation of the Amphibib collective telepathy, he is often prone to an "information overload". This has in turn affected his ability to focus his telekinesis. When he tries to lift a boulder, he may end up lifting Nicholas! Over time, this will improve... hopefully.

3

NEPOL is a tough, in-your-face creature who lives on an ice planet. He is a little guy - four feet tall, two feet wide. He is absolutely fearless in any situation. The drawback is that his knee-jerk reactions almost always get him into trouble. Nepol is angry about everything, so it doesn't take much to get him going. He is a creature of extremes - all or nothing. He keeps going until he is victorious, or defeated.

is he human looking?

Nepol used to be eight feet tall and have arms that would stretch several yards. He was the greatest warrior of all the Siktaris, the strongest species in the Outer Dimension. He was shortened by Gorm in battle. Nepol vowed that he would search for Gorm and settle the score. He is still a formidable warrior with ice shooting wristbands and Mercurial speed, but you could say he's got a bit of a Napoleon complex.

Gorm took over as a couple and destroyed everyone against him

They're in Outer Dimension what are we in - another Dimension?

GORM is evil and harrowing. A hundred hadronic cycles ago, he betrayed Queen Riana and started to take over the Outer Dimension. Slowly, he has laid waste to the various worlds or taken them over. His plan is to break all of the various life forms in the Outer Dimension into submission.

how why?

Gorm's evil technology has grown fast and furious. In addition to bird-like creatures of destruction and espionage and various henchmen around the Dimension, Gorm has the power of illusion and manipulation. He can create illusions of Nicholas's parents, or of Allegra in trouble. He can make Nicholas second-guess himself. All of this together makes the scope of his danger truly menacing. Unless his datakor (the mainframe for all of Gorm's technology) is destroyed, Gorm's illusions and mindtricks will never end, and his methods of destruction will continue. - Can rich be key to turning off datakor

Why? money power fame greed

Better Revenge - Love (See notes)

Gorm will continue his conquest on all of the Outer Dimension worlds. But his true goal is to unshift Galidon. Once Gorm finds a way to do so, he will be able to access its interdimensional gateway to every other dimension in existence. The only one that can stop Gorm is Nicholas... Nicholas, too, is trying to unshift Galidon, so he can re-

final showdown is Galidon while a flash because of some dark secret we know that could destroy him like the air machines on Mayoral in Recall

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unite with his mother, and lead the Galidonian army against Gorm to end Gorm's wrath.

- Gorm has to have a better goal -

He just doesn't want to spread evil -

He needs to be on a quest for something -

a journey -

a plan

There is logic behind all the evil -

What does gorm want!

A) Love of Ricard →

B) Control - Total Recall money

C) Figure out

THE BACKSTORY

The King of the Outer Dimension dies, and a young Queen Riana assumes the throne of Galidon at the age of fifteen. Her court includes: Gorm, her chief political advisor; Euripides of Arbo, the wisest of philosophers; Jens the Wexer, the most innovative scientist; and Nepol, the bravest of all Siktari warriors.

Gorm, a strong and experienced politician who served the King, uses Riana as a puppet for his own political agenda.

Riana grows older, more independent and strong in opinion, and starts to rule on her own, mitigating Gorm's authority.

A Stranger from Earth travels to Galidon in his Egg shaped transport. He is a scientific explorer who was ostracized from the scientific community due to his radical theories combining superstring theory and transdimensional travel. He documents his journey through the various worlds of the Outer Dimension by creating a holomorphic map. Upon his return to Galidon, he and Riana meet, they fall in love, and marry.

Gorm instills xenophobia in many of the Galidonians, saying that Riana's judgement is obviously dangerous as it's been tainted by an outsider. This splits the kingdom, causing a schism.

Gorm and those who follow him throw a coup.

The Battle of Galidon occurs. Jens is burned and assumes a body of metal. After several days, Gorm and his army are defeated and sent to the penal colony of Kek, located on the perimeter of the Outer Dimension.

Gorm incites an uprising/jailbreak. Gorm's army is now tenfold, including all of the now free prisoners.

News comes of Gorm's uprising and subsequent wreaking of havoc on other perimeter worlds as he ravages them for equipment and supplies to fortify Kek.

News also comes that Gorm knows of the birth of Riana and the Stranger's son: the heir to the throne. This is Nicholas. Riana and the Stranger know Gorm will come after them. Riana tells the Stranger to take their son to Earth to keep him safe until Gorm is defeated.

Against the wishes of Riana, who wants to continue fighting Gorm, the Stranger SHIFTS Galidon using the holomorphic map he made. He knows this is the only way to keep Riana safe

TIME = Faster on Earth
1 second on earth = 1 year on out dimension - kids will never be missed

Who was he Gorm's brother? Son? Son hates mom loves mom

needs to be more black and white

Son who was in love with Riana -

Riana rejected him

Space traveled in out dimension

Scared of Strangers

What is the kingdom exactly

Gorm is defeated sent to jail

Why do we need defeat Gorm

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while he's gone. Only he knows the code (and because the code corresponds to his DNA, he is the final key to it) to unshift Galidon, which he will do upon his immediate return from Earth. Galidon is now fluxing in and out of the Outer Dimension spatial fabric making it impossible to get to without the code. Which means that since the access point to other Dimensions was on Galidon, it is now always shifting and never in one place for more than a few dronles (seconds).

The Stranger, Jens (now in robot body), Nepol, and Euripides take Nick to Earth. En route, Gorm attacks them on Arbo (where the Stranger knows the point of inter-transdimensional confluence will appear). Gorm kills the Stranger, laying waste to some of Arbo in the process. He shrinks Nepol. Working together, Jens, Nepol, and Euripides escape with Nicholas.

The troika arrive on Earth and drop the boy off at a puppy kennel, of all places. After all, the Stranger did originally say the plan was to take him to a place filled with young ones, and that's what a puppy kennel is. Nicholas is immediately taken to a hospital and then adopted.

The troika returns to the Outer Dimension in the Egg only to be ambushed by Gorm. Euripides is sent to the highlands of Arbo, only to find his entire species has been annihilated. Nepol is caged by Gorm in an "Outer Dimension" iron maiden - he has to keep running inside it or else the walls will close in and crush him. Gorm goes after Jens. Quickly, Jens throws the map into the Egg and sends it to Earth. (Jens programs it to sit on Earth for fifteen years - after which, the transdimensional confluence point will again appear on Arbo, leading Nick to Jens.) Jens' metallic body is then ripped apart by Gorm. After he finally re-assembles himself, he begins to await Nick's return.

Nick grows on Earth with his adopted parents and best friend Allegra. Nick has various DREAMS in which Riana appears. As do the troika. These dreams are sent to him by Riana to both inform him, and to signal him for help.

Meanwhile, Gorm has expanded his destruction in the search for Galidon. No matter how much power he has over the worlds in the Outer Dimension, he wants more. Meaning, he needs to unshift Galidon in order to stabilize the point of dimensional confluence. Which means, among other Dimensions, he can access our very own. Soon, he'll head to Earth.

Nick born 15 days later on outer dimension was Ragna with arrows on (5th day) (super)

Gorm wants to go through Galidon Portal to get to earth and destroy every earthly thing hoping to kill Protogel's son - (Passover) killing of Christ

Speculation and rumors pop up about Riana's son. That he is in the Outer Dimension. That he isn't. That he will return. The one thing everybody can agree on is that Gorm must be defeated. While small, rebellious armies have formed, none of them have come close to victory.

The Map, linked to Nick's DNA, hovers out of the Egg and finds Nicholas. Nicholas is now fifteen. He and Allegra are led by the map to the Egg.

Nick and Allegra are taken to the Outer Dimension, where they meet Jens on Arbo. They must find Euripides and Nepol. With these three guides, Nick must decode the map and unlock Galidon in order to save the Queen and her Galidonian resources from their recluse and fight against Gorm. Nick will then be re-united with his real mother, and his real home, and will have ended Gorm's destruction so that harmony may prevail in the Outer Dimension... and so that the Outer Dimension can be united with our own.

Building more a mythology
show that said - f

Myth of Galidon
Prodigious
Evil force -
Love and Power

Quick fix -
Allegra has to push
to go on journey -
Nick (chosen one)
is reluctant hero -
Rewrite love scene

Allyra —

Victim right now —

Trapped in place

She doesn't want to

be ~~and~~ has no
reason to be there

If she was facilitator

the one who pushes

nick — to go for it

She wants the adventure

She wants change — just

as much as Nick

but Nick is more reluctant

he is the reluctant

hero —

He say "Thanks for getting me
in this"

Allyra just smiles —

She's having a hard

DECODING THE MAP

After a few episodes, a LIGHT on the map goes off, and Nick's body reacts. After a few more, ANOTHER light, an even stronger reaction. They realize that the key to unshifting Galidon, is to follow the map. The "code" corresponds to physical contact with specific geography. (What we will eventually learn over many episodes is that Nick's DNA is the KEY to the code; he must be present when the map crosses the geographical points for the lights to go off.) Once the map comes into contact with all of the specific geographical points it lays out, Galidon will shift back.

As the episodes continue, they will find out that there is a BREAK in the map. Information has been erased. They will have to use trial and error to meet people who know of the Stranger to find out where he went next. There will also be an episode in which Gorm steals some of the info and it's now on the Kek datakor (the technological mainframe), and our group must get it.

Then they continue following the map. More lights will go off, as Galidon starts to shift back into place more and more. Until they realize...

ONE OF THE WORLDS THE STRANGER TRAVELED TO IS NOW DESTROYED BY GORM. They must figure out how to find a piece/relic of that world and hope it works. It will.

Our heroes will continue on their journey and face a myriad of dangers, adventures, arguments, and joys. Finally, they will complete their journey, and Galidon will unshift. Then all they will have to do is make sure they defeat Gorm before he accesses its inter-transdimensional point of confluence...

*Since
Galidon unshifts
much more*

WORLD DESCRIPTIONS

All of the worlds in the Outer Dimension will start from an initial point of accessibility to our audience - the world in which we all live - and will add levels of fantasy to it. For example, there will be trees in the Outer Dimension, but their leaves may be contorted and stretched, and may have eye-sockets, the "seeds" or "flowers" of which are its eyes. Part real, part comic-book, and part surreal (think Tim Burton), all of the worlds our characters find will stir their imaginations... from technicolored clouds to a cave opening which ends up being the mouth of some giant head whose body lives below the ground.

The key to the worlds of the Outer Dimension: the worlds in our imagination are tangible here, and things that we see are not necessarily what they seem to be...

ARBO

This is the world of Euripides. Much of the world has been ravaged, scorched, and uprooted when Gorm set out to destroy the Amphibibs in order to annihilate the threat of their telepathy, but vegetation and habitation still exists on half of the planet, up on the highlands.

Where there is vegetation, there is vegetation in abundance. Towering and majestic trees sprawl across the land while streams meander into swampy marshes. The trees themselves assume a persona - some seem inviting and kind, their branches open-armed and welcoming, while others seem sinister and maniacal, with twisted and contorted branches. The surrounding flora may be like Venus flytraps without eyes... but the seeds, or perhaps berries from the trees, fall into their sockets, allowing them to see and seize their prey. Various creatures live in the trees as they do in the water, mutated versions of animals we are accustomed to. Euripides was the only Amphibib to escape Gorm's wrath - although, he felt it transitively - and he lives up in these highland areas.

As for the rest of the world, however, the land has been laid to waste, and a reddish steam rises from the ground releasing noxious fumes and ghostly sounds of destruction that ring forever. This has forced various creatures, who cannot live under the pressure conditions of the highlands, to live BELOW the surface... here, there are burrowed-out habitats twisting this way and that. The world's own evolution has provided for rudimentary trees and plants to

start growing UPSIDE DOWN, but there isn't the lushness that exists up high... at least, not yet.

ELTA-SIKTAR

Here, in Nepol's native world, glaciers exist side by side with boulders, with icicle-like flowers growing out of the cracks. Sheen, cool, and elegant, this world sees its own breath where the ice exists. Massive coatings of blubber-like substances grow on the creatures, as well as some of the plants themselves. A frozen menagerie of entire villages - the chronological history of this world - appears in the ice cliffs as a Pompeian reminder of what used to be. Archaeological digs aren't needed here.

Jutting blue boulders surround this planet too, and mountains that reach into the sky and beyond mark the territory and impose a sense of sublime awe. Here the technicolored clouds swirl while boulders fall... some of the mountains themselves are faces, and what looks like a rocky hill may very well be the shell of a very large rocky-looking creature.

The Siktaris, Nepol's people, come from this world. Rudimentary and folky, yet inventive, the Siktaris have used natural resources to their advantage in creating fortresses and hidden outposts. Kind of like an army base that's run by ice, snow, and rock. The Siktaris' innate warrior sensibilities have made it hard for Gorm to wreak too much havoc to this world.

The Eltaans, another species, are the species responsible for building and running the giant hypothermal power generators of Elta-Siktar and various other "ice-tech" creations. These peculiar beings come in pairs of two conjoined at the hip.

DREEJAL VIN

Futuristic and metallic, this world is marked by creatures half-organic, half-mechanic. Things here are mish-mashed together as the different robotohuman species present their own aesthetics - large steel buildings next to short awning shops with various artwork and symbols. City streets are built atop city streets, creating a multi-layered city. Metropolitan, crowded, and busy, there's a feeling that things are a bit misplaced, which has both comical and very uniquely cool results.

Extreme sports of today have evolved hundreds of years here, or so it seems. Nobody skateboards on half-pipes, they glideboard on full pipes... made of something metallic, of course.

Here on this world is the Vinic Delegation Tower, a place in which CNN and the UN Building have collided in a convergence of constant media and constant frenzy. A source of information and all walks of life, an interdimensional city hall, a place to voice concern, admiration, and newfound knowledge about a falling building or Gorm's latest rumored bidding.

Of course, his latest rumored bidding may very well be right here on Dreejal Vin. In this bustling metropolis, who knows who can be trusted, and who's agenda is what. Are these industrial complexes run by Gorm himself?

KEK

The sky is always dark. Everything seems like it's coming after you, whether it be the orange rain clouds or the tiny insect-like creatures scurrying on the ground. Gorm's spawn - glass like birds that serve as his minions of both espionage and destruction - circle around overhead at every turn. Marked with an imposing sense of gloom, it also has a sense of immaculate precision. It is very antiseptic. While Dreejal Vin has a feel of our displaced future, the world of Gorm collides pure technology with pure evil. Milton-esque and Burton-esque, there is always the imposing sense that Gorm himself not only dwells here... but that he IS this place.

Every turn, every nook, every road here leads to the center... Gorm's Lair. This is the home base of operations. This is where Gorm watches over everything, where his henchmen dispatched to the various worlds ultimately report. It is a system of knowledge, anger, and megalomania. Filled with misty, winding, and intersecting causeways, the Lair is also filled with illusions. Things that seem like they are in front of you are behind you. When you turn left, you actually find yourself turning right. And what seems like it is there, isn't. When you enter into Gorm's lair, you are under his control unbeknownst to you... not a good place to be.

GALIDON

Imagine all the wonders of the Ancient world in pristine condition set in a locale comparable to Eden. This world is ornamented by the greatest artistic and architectural achievements of the Outer Dimension. Domed palaces, golden spires, and crystal archways radiate brightly.

Galidon is inhabited by a majestic population of gentle creatures who believe in egalitarianism and true sharing.

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The problem is, this world is inaccessible. It has been shifted to the unknown perimeters of the Outer Dimension in order to avoid Gorm's wrath. Memories of the wrath are tangible here, as ruins from the Battle of Galidon serve as a reminder of Queen Riana's desperate desire to get her world back into the Dimension so that she may wield her hand in fending off Gorm.

In the end, we will learn that Nick is from this place. That Queen Riana is his mother, and that it is to this world that he will return in order to re-balance the harmony of the Outer Dimension.

EPISODE TEMPLATE

PROLOGUE

1. Action Opening

ACT ONE

2. A-story inciting incident
3. B-story inciting incident
4. A-story action sequence
5. A-story continues/touch of the legend/myth
6. B-story stakes set up
7. A-story jeopardy

ACT TWO

8. Resume A-story
9. A-story journey continues
10. B-story twist
11. More of myth revealed [fear/questioning]
12. A-story action sequence [threat/violence]
13. B-story choice

ACT THREE

14. A-story action continues
15. A-story choice
16. B-story jeopardy
17. A-story result
18. B-story resolve

TAG

19. Resolution/enlightenment - going onward

13-EPISODE ARC

1. A story - Nick finds the Outer Dimension and meets Jens.

B story - Nick inadvertently brings his reluctant friend Allegra to this strange world.

World - Earth and Arbo

What they learn - Jens has to deliver Nick to Galidon after finding the rest of the troika, i.e., Euripides and Nepol, so he can get home.

2. A story - While Nick, Allegra, and Jens search for Euripides, Nick is captured by the moisture-thirsty Aquarts, only to be saved by Euripides.

B story - Allegra learns Jens' history and more about the Outer Dimension.

World - Arbo

What they learn - Gorm wiped out the Amphibibs in order to prevent their telepathy.

3. A story - After searching for and finding the great warrior Nepol, Nick, Allegra, and Jens must search for a cure to his fatal ailment.

B story - Nepol gets delirious and Euripides tries to help him... until they are separated by a rockslide caused by their arguing.

World - Arbo

What they learn - That Ploumbren causes hyper-glynching; Nepol knows the extent of Gorm's territorial control.

Story Note - The first LIGHT (code light) on the map goes off.

4. A story - In order to get ginkos (\$) for qorium (fuel for the egg), Allegra enters a *nidj* (extreme-gladiator) competition and ends up brainwashed by Tager, Gorm's right hand man.

B story - In an effort to get ginkos, Jens and Nepol work as food vendors at the *nidj* arena, only to stumble upon Tager's lair.

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World - Dreejal Vin

What they learn - Gorm can control minds. They meet Tager.

5. A story - Nick meets the Vinic Delegator, who says he knows of a passage to Galidon.

B story - Euripides falls in love with an intellidroid.

C story - Allegra meets a robotohuman who says he knows of a passage to Earth.

World - Dreejal Vin

What they learn - There is no shortcut to unshifting Galidon.

6. A story - Nick and Euripides get a case of "inversia" (OD-amnesia) where they think they are each other.

B story - The Aparaptor thinks the egg is hers, and takes it while Allegra and Nepol are in it!. Nepol develops a crush on Allegra.

World - Dreejal Vin

What they learn - Nick has a vision of Queen Riana from Euripides during their twisted amnesia which he retains when back to normal.

Story Note - A SECOND LIGHT goes off on the map. They realize it corresponds to their geography.

7. A story - A civilization of ancient Siktaris unthaws from a glacier making Nepol self-conscious about his size, but it's his smallness that saves them all from an unforeseen danger.

B story - Allegra and Nick argue about a chuppa, who they adopt as a pet.

World - Elta-Siktari

What they learn - The Q-fluxor, given to them by the unthawed Siktaris, will come in useful against Gorm's army.

8. A-story - The crew meets the Eltas, who are interested in Earth culture. Allegra gives them a glimpse by throwing a rave, but ends up overfreezing the main generator which will lead to catastrophe if not fixed.

B-story - Nick and Euripides hone their respective glynching and telekinetic skills.

World - Elta-Siktar

What they learn - How to control their powers

9. A story - Nick crashes the egg into the main square of a community, when trying to learn to fly it. Sypog Mugozer, former warden of Kek, comes to administer punishment.

B story - Jens is temporarily blinded by the crash and duped into performing dangerous work in at mihlk processing plant.

World - Elta-Siktar

What they learn - From Sypog, they learn about Kek, Gorm's world.

Story Note - A THIRD LIGHT goes off on the map. Their next stop is to Kek.

10. A story - Jens, Euripides, and Nepol recall - in flashback - stories of Galidon and Riana

B story - Nick and Allegra recall Earth stories

World - Galidon and Earth

What they learn - More about Galidon and their converging destinies.

11. A story - Gorm's illusions make it seem that Nick isn't the son of Riana, but rather that another kid is... and he's right here on this world.

B story - Euripides gets a nasty orbac (snake) bite, thinking it's his staff, and goes crazy.

World - Kek

What they learn - Kek is a world of illusions and Gorm's lair.

12. A story - Nick, with Allegra's help, tries to break into the Kek datakor, but ends up uploading Jens' consciousness to it... or its illusion.

B story - Nepol has to celebrate a Siktari holiday on the worst place in the OD.

World - Kek

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what they learn - Info on Kek and Gorm's plan.

13.A story - Nick learns Gorm killed his father during their first battle.

B story - Allegra meets Tager again, and this time, she's ready to fight.

World - Kek

what they learn - Nick learns more of his past and Gorm's betrayal.

Story Note - There is a GAP in the map.

chappa - a purple dog-like creature, one of which Allegra will eventually adopt.

dronda - basic measure of short time, approximately five minutes.

aga - the pet name of our heroes' transdimensional transport.

Eltaan - a docile species responsible for maintaining power generation on Elta-Siktan. Each Eltaan is actually two creatures conjoined at the hip comprising one binary being.

fecyohar - a vicious aquatic creature with the ability to inhabit dense clouds as well.

Galidonian - Queen Riana's species. The species of Galidons that possess natural leadership ability.

ginku - basic monetary unit.

glideboard - a hovering board akin to a skateboard.

glyoch - to change form.

Gorm spam - any of a host of artificial creatures (most often bird-like) created by Gorm to do his bidding. They shatter like glass when destroyed.

gweriped - a hovering vehicle akin to a bicycle.

hadronic cycle - basic measure of long time, approximately one-tenth of an Earth year.

hyperglyoch - to glyoch out of control.

LEXICON

Amphibib - Euripides' species. The wise and spiritual frog-like species of Arbo with telepathic and telekinetic powers.

Aparaptor - an ancient winged scavenger that lives in the giant piles of mechanical flotsam of Dreejal Vin.

Aquart - an moisture craving reptilian species of Arbo. Their leader is Caliphonic.

chuppa - a purple dog-like creature, one of which Allegra will eventually adopt.

dronle - basic measure of short time, approximately five minutes

Egg - the pet name of our heroes' transdimensional transport.

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graviped - a hovering vehicle akin to a bicycle.

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hyperglynych - to glynych out of control.

- keewop** - a furry docile football-size insect capable of carrying a thousand times its own weight.
- mihlk** (pronounced "milk") - a powerful explosive.
- minducer** - Gorm's mind controlling device.
- morrotangler** - a large carnivorous plant indigenous to Arbo.
- nidj** - a game where contestants hit each other on pressure sensitive vests with *nidj sticks* (padded quarterstaffs) while wearing *nidj glides* (1-wheeled inline skates).
- orbac** - a serpentine creature indigenous to Kek with scores of white-hot fangs covering its body.
- ped** - basic measure of distance, approximately ten feet.
- pendaging** - the act of removing and switching appendages with other species.
- ploumbren** - a relatively unstudied mineral that causes hyperglynching.
- Q-fluxor** - a qorium-powered device that disrupts the bioflux of a living being, rendering it temporarily immobile.
- qorium** - basic particle of energy similar to electricity, invented by Jens.
- Siktari** - Nepol's species. Fierce, eight foot tall warrior of Elta-Siktari.
- snimel** - a wooly transportational pack creature indigenous to Elta-Siktari.
- Sypog Mugozer** - former warden of Kek and the most feared magistrate in the Outer Dimension.
- Transdimensional Causeway, The** - the transit corridor between dimensions.
- transdimensional lunge** - the act of traveling between dimensions.
- Vinic** - a citizen of Dreejal Vin. Part organic, part mechanical. Many different species and machines have over

time contributed to the gene pool of Dreejal Vin, thus no two Vinics are alike.

Wexer - Jens' species (before he uploaded his consciousness into a robot). A species of four-armed scientists with great understanding of the physical world.